

Armored Toolkit 0.3.3

KEYMAP OVERRIDES

Maya Navigation

Rotate	Alt LMB*	Zoom	ALT RMB
Pan	Alt MMB		

*Activates with **Drag** instead of a **Press** event, otherwise it will conflict with Blender's default **ALT LMB Press** for selecting loops. If that wouldn't bother you, feel free to edit the addon code to use the more responsive **Press** event.

```
class MAYA_NAVIGATION(keymap_utils.KeymapGroup):
    def register(self):
        self.km = kc.keymaps.new('3D View', space_type='VIEW_3D')

        self.add('view3d.rotate', 'LEFTMOUSE', 'CLICK_DRAG', alt=True)
        self.add('view3d.move', 'MIDDLEMOUSE', 'PRESS', alt=True)
        self.add('view3d.zoom', 'RIGHTMOUSE', 'PRESS', alt=True)
```

Loop Selection

Select Loop (Set)	Double LMB	Select Loop (Subtract)	Ctrl Double LMB
Select Loop (Add)	Shift Double LMB		

Focus Selected with F

Outliner View Selected	F*	Node Editor
Object Mode	File Broser
Mesh	Dopesheet
Curve	NLA Editor
Graph Editor	Sequencer
Image		

*Note that certain modes like Sculpt or Vertex Paint are included in this override. See the dedicated **Zbrush Sculpting** override if you're interested in activating View Selected with **F** in those particular modes.

Deselect with Ctrl

Object Mode Deselect	CTRL LMB
Mesh
Curve

Transform with Gizmos

Move Tool	G	Rotate Tool	R
Scale Tool	S		

Allow Gizmo Click

Gizmo Tweak (use gizmo)	LMB (Press)
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Armored Toolkit 0.3.3

KEYMAP OVERRIDES

Operator Hotkeys (Window)

Open Preferences	Ctrl ,	Reload Scripts	F5
Open Most Recent	Alt Shift R		

Operator Hotkeys (3D View)

Toggle Wireframe	Shift W	Autosmooth	Ctrl Shift A
Toggle Overlays	Alt W	Zoom Border	Ctrl Shift F
Toggle Move Tool	W	Zoom Border	Button4 Mouse
Toggle Cavity	Alt C	Paint Select	Hold Q
Cycle Cavity Type	Alt Shift C	Select Pie	Double Q
Subdivide	Ctrl D	Redo Last	T
SubD Level Up	PgUp	Isolate Selected	/
SubD Level Down	PgDown	Switch Color Mode	V

Operator Hotkeys (Object Mode)

Delete	X	Export FBX*	Ctrl E
Move to Collection	Shift N		

*Exports an FBX of your selection (with applied modifiers) to the Desktop, without prompting for any export settings.

Operator Hotkeys (Mesh)

Loopcut	C	Select Adjacent	Shift Home
Connect	Shift C	Select Adjacent	Ctrl Shift Scroll Up
Smart Bevel	B	Select Linked Flat	Shift F
Bridge	Shift B	Make Face	Alt F
Select Edge Ring	Alt R	F2*	Alt F
Move Along Normals	Alt S	Extract Selected	Ctrl Shift D
Extrude Along Normals	Alt E	Duplicate Selected	Ctrl Shift E
Custom Orientation	D	Align Verts	Shift V
Fast Crease	Shift +	Fast Crease	Shift Button5* Mouse
Fast Uncrease	Shift -	Fast Uncrease	Shift Button4* Mouse
Region to Loop	Alt 5	Region to Loop	Button5 Mouse

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KEYMAP OVERRIDES

Operator Hotkeys (Mesh)			
...continued			
SubD in Edit (Off)	Alt 1	Center Verts in X	Ctrl Alt X
SubD in Edit (Cage)	Alt 2	Center Verts in Y	Ctrl Alt Y
SubD in Edit (On)	Alt 3	Center Verts in Z	Ctrl Alt Z
SubD Level 0	Ctrl 0	Select Linked	Alt Double LMB
SubD Level ...	Ctrl ...	Select Grow	Shift Scroll Up
SubD Level 9	Ctrl 9	Select Shrink	Shift Scroll Down

Operator Hotkeys (Curve)		
Pick Shortest Path	Ctrl Shift LMB	

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KEYMAP OVERRIDES

ZBrush Sculpting			
ZBRUSH NAVIGATION NOT INCLUDED			
Brush Size	S	Clay Strips	1
Brush Strength	Shift S	Clay	Alt 1
View Active	F	Draw Sharp	2
View All	Alt F	Draw	Alt 2
Toggle Wireframe	Shift F	Scrape	3
Switch Object	Q	Flatten	Alt 3
Switch and Frame	Double Q	Grab	4
Remesh	Ctrl R	Snake Hook	Alt 4
Subdivide	Ctrl D	Crease	5
Translate	G	Inflate	Alt 5
Toggle Silhouette	ALT V	Invert Stroke	Alt
Switch Color Modes	V		

Zbrush Sculpting (using Zbrush names)*			
Brush Size	S	Clay Buildup	1
Brush Intensity	Shift S	Clay	Alt 1
View Active	F	Dam Standard	2
View All	Alt F	Standard	Alt 2
Toggle Wireframe	Shift F	Trim Dynamic	3
Switch Subtool	Q	Flatten	Alt 3
Switch and Frame	Double Q	Move	4
Dynamesh	Ctrl R	Snake Hook	Alt 4
Subdivide	Ctrl D	Crease (brush)	5
Translate	G	Inflate	Alt 5
Toggle Silhouette	ALT V	Invert Stroke	Alt
Switch Color Modes	V		

This table is a duplicate of the one before it, but it's using Zbrush terminology in case you're more familiar with that software.